



MUSTAFA BERKAY USLU

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LANGUAGES

TURKISH ENGLISH

SKILLS

UNITY
C#

PORTFOLIO

[Portfolio Website](#)

EDUCATION

Yıldız Technical University

Control and Automation Engineering

(August 2017 - February 2024)

EXPERIENCES

March 2024 - Current

in-pocket.ai - Game Developer

- Currently contributing to the development of a mobile game called Learn Isle, designed to help children learn topics such as English and math through engaging gameplay. The development team consists of five members: three programmers, one designer, and one artist. I am leading the programming team, overseeing the work of two other developers. Throughout the development process, I have gained valuable knowledge about version restrictions and the publishing processes for both Android and iOS platforms. The game has been accepted into the OGEM Incubation Program and is actively under development.
- Developed five interactive mobile games for children using image processing with the OpenCV for Unity asset. These games are designed to encourage physical activity and movement for children.

July 2024 - July 2024

Udo Games NextGen Devs Program - Internship

- The Udo Games NextGen Devs program is an internship that brings together developers, designers, and artists. In the program, we are working as a team to create a project using Unity and gaining experience with Trello and Git.
- During the program, we created two games, each within a week. The first game is a mobile game where the player controls a car equipped with guns, traveling through zombie-infested lands while protecting its cargo from damage. My role in this project was to develop the car control mechanics. The second game is an idle cafe management game. The player manages the Lounge, Kitchen, and Scullery areas by upgrading them with coins earned from customers, and increases revenue by opening new cafes. My role in this game was to create the logic for worker and customer interactions, as well as the plate and food flow between rooms.

October 2022 - December 2022

Panteon Academy

- Panteon Academy is a training program created to train well-equipped game developers. The program focuses on mobile game development. After the pre-selection, I got the right to participate in this program.